## JIN REDMOND

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Github: github.com/jinredhub | LinkedIn: www.linkedin.com/in/jin-redmond/ | Portfolio: www.portfolio.jinredmond.com

Inventive Front End Developer with 2 years of experience in blending the art of design with skill of programming to deliver an immersive and engaging user experience through efficient website development.

## **EXPERIENCE**

## Kena AI - Front End Developer

2019 - Current

- Contribute to full-stack web development project with an emphasis on front end features
- Work with micro-service team on RESTful API design using Amazon Web Service (AWS)
- Create reusable components using React.js
- Implement audio recording and trimming audio in application (WebRTC)
- Work with UX Designer to develop iOS and Android browser-based UI prototypes and final designs

## Foresight Mental Health - Front End Software Engineering

2018 - 2019

- Implement multiple improvements to existing customer facing front end
- Develop the application using MVC pattern in Laravel
- Design, build, test and maintain scalable and stable web solutions that meet business needs
- Implement dashboard and chat system for patients, operators and doctors
- Work closely with designers to create and develop continuous produce enhancements and releases

## **TECHNICAL SKILLS**

JavaScript, React.js, Immutable.js, Webpack, Node.js, jQuery, Redux.js, AWS, API Gateway, S3, Lambda, DynamoDB, Cognito, Cloudwatch, Vue.js, AngularJS, PHP, Flexbox, Python, Handlebars.js, GIT, Github, MySQL, HTML, CSS, Bootstrap, D3, Chart.js, REST, AJAX, JSON, NPM, Jasmine, Laravel, Photoshop.

## **ACADEMIC EXERCISE**

## **Arpeggios**

- Lets you play arpeggios in different patterns
- Skills used ◊ D3.js ◊ Tone.js ◊ Javascript ◊ HTML5 ◊ CSS3
- Utilized D3.is for visualizing music data
- Implemented Tone.js for audio
- https://jinredhub.github.io/arpeggios/

#### **VRooms**

- Allows users to place furniture in a virtual room, viewable in a 360 degree VR environment
- Skills used ◊ Firebase ◊ A-frame ◊ Maya ◊ Javascript ◊ HTML5 ◊ CSS3
- Utilized Firebase and Lodash throttle to display real-time data in VR environment
- Used A-frame framework for building virtual reality experience on the web
- https://vrooms.github.io/entrance/

## **EDUCATION**

## **UC Berkeley Extension**

2017 - 2018

• Certificate in Web Development

## **Academy of Art University**

2004 - 2007

• Associate of Art in Computer Art

## **LANGUAGES**

English and Japanese

# JIN REDMOND

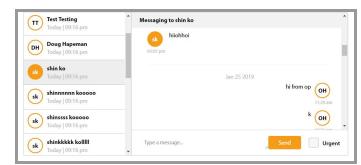
# portfolio gallery



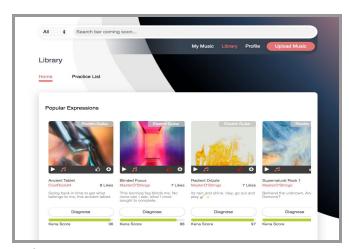


A friend of mine and I worked on a platformer adventure game for iOS & Android devices.

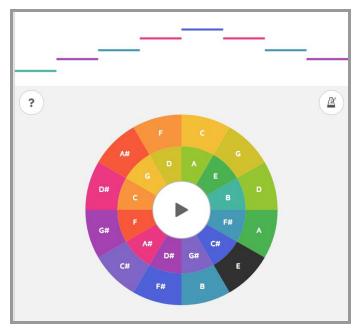
<u>Google Play Store</u>



Implement chat system to the web portal of Foresight Mental Health.

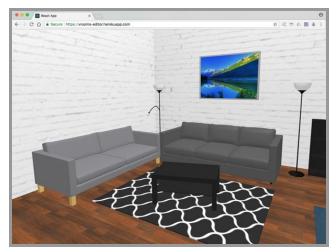


Profile view that I worked at Kena.



A web-app lets you play arpeggios in different patterns. This is my side project.

https://jinredhub.github.io/arpeggios/



A web-app that allows the user to place furniture in a virtual room. Design & visualize your dream room! This is my side project.

https://vrooms.github.io/entrance/